

GAME BOY ADVANCE

Disney's
**TREASURE
PLANET**

AGB-AZQE-USA



Instruction Booklet



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
Mild Violence

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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Disney's TREASURE PLANET

Prepare to experience the great age of pirates and lost treasure in *Disney's Treasure Planet* – only this time in outer space! Young Jim Hawkins and his mentor Dr Doppler have discovered the map and the route to Treasure Planet and the Space Pirate Flint's Trove. They've decided to set off into the etherium to claim the mythological "loot of a thousand worlds" for themselves. Jim's trusted friend Morph, a bubbly alien mimic with the ability to assume the shape of many different things, is along for the adventure, and so are you! You'll explore a strange universe where technologically advanced robots roam among ancient mechanical engines, and the inhabitants of a thousand planets fly the etherium aboard strangely familiar space ships powered by starlight.



But be wary of the myriad dangers that lie ahead. Jim and Dr Doppler aren't the only ones who know that those old stories about Flint's Trove are true. Modern-day pirates have heard those tales, too, and they'll stop at nothing to get the map! If Jim and Doppler hope to evade the pirates and claim the Trove, they'll have to get off Montessor and on the way quickly. Pirates lurk in every spaceport, so be careful in whom you place your trust!

As you're about to discover, the search for the treasure can't begin until Jim finds the pieces of his Solar Surfer recently taken from him and hidden throughout his home planet Montessor. Take a moment to become familiar with the controls, then hit Start and begin the long Journey to Treasure Planet!



Menu Controls

You won't need the assistance of a forgetful Bio-engineered Navigator (B.E.N.) to find your way through the menus in *Disney's Treasure Planet* – just use the buttons below and follow the on-screen instructions! After just a few button presses, you'll be on your way with Jim, Morph, and Dr Doppler on the trail of Flint's treasure.

[Control Pad Up] and [[Control Pad Down]	Highlight menu options
[A Button]	Select
[B Button]	Return to the previous screen

L Button

CONTROL PAD

START

SELECT



R Button

A Button

B Button

Controls



IN-GAME CONTROLS

To make it all the way to Treasure Planet, Jim will be challenged to jump, punch, kick, and surf his way through strange and different worlds, often challenged to fierce combat by deadly space pirates too numerous to count. Do you have the guts and nerve to claim the treasure?

Directional Pad (Control Pad)	Direction and aim
A Button	Jump
B Button	Attack
R Button	Use Selected Morph Move
L Button	Hold down and use the Control Pad to Scroll through available Morph Moves
Start	Pause Game
Select	Open In-Game Map & Inventory

Whenever Jim takes to the air aboard his Solar Surfer, use the following buttons to control the Surfer.

Directional Pad (Control Pad) [Left/Right]	Direction Left/Right
Directional Pad (Control Pad) [Up]	Increase Speed
Directional Pad (Control Pad) [Down]	Decrease Speed
A Button	Jump
B Button	Fire Cannon



Getting Started

The Title Screen After the game has loaded, you will get a glimpse of a space ship on the title screen. Press the Start Button to open the Main Menu and get started!

Main Menu

Use Control Pad [Up] and [Down] to highlight New Game, Continue Game, or Options, and press [A Button] to select.

New Game Begins a brand new adventure for Jim and Morph (and you!).

Continue Game Select this to begin where you left off by entering a password. Use the Control Pad to highlight letters and [A Button] to select them, then select the "OK icon" to complete entering the password. Passwords are given whenever you complete the levels in a particular location, and the current password is displayed in the Pause Menu. When you quit the game, be sure to make note of the password so you can start where you last left Jim and Morph.

Options Opens the options menu where you can adjust various game settings, including Music and Sound Effects volume



Options Menu



You can adjust several game settings from this menu. Use [Control Pad UP] and [Control Pad Down] to select an option to adjust. When you have finished, press [B Button] to return to the Main Menu.

Music Use the Control Pad to adjust the music volume up or down - [Control Pad Left] for quiet and [Control Pad Right] for loud.

Sound Effects Use the Control Pad to adjust the Special Effects volume up or down - [Control Pad Left] for quiet and [Control Pad Right] for loud.

Credits Select Credits and find out who created *Disney's Treasure Planet!*



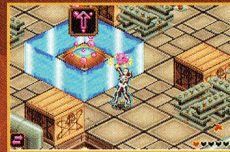


Playing Disney's Treasure Planet

Young Jim Hawkins has discovered a map to the Space Pirate Flint's secret treasure and, with the help of his friends Dr Doppler and Morph, Jim is determined to get that treasure for himself. You'll guide Jim and Morph through adventures on Jim's home planet Montessor, and on planets scattered throughout the etherium. You'll also explore the space ship RLS Legacy and encounter lots of interesting (and sometimes dangerous!) beings and creatures from distant alien cultures. In order to make it all the way to the treasure, you'll need to listen carefully to what these different people tell you and explore every part of each world.



Jim's friend Morph is very powerful! As they adventure, Jim and Morph discover more and more of Morph's abilities. Jim may even discover a few things about himself, perhaps none more important than his courage and persistence. But to find the bountiful treasure, *you* will need to learn how to make the most of Morph's abilities. These are detailed in the coming pages, but you should always be on the lookout for pink bubbles spiraling up from Morph icons on the floor throughout the game. If Jim walks across these, Morph gains a new ability to help them on their grand adventure.





Main Game Screen

You control Jim and Morph's adventure from a vantage point above the 3D world of *Disney's Treasure Planet*. It's the perfect perspective for planning and making dangerous leaps across wide chasms, battling with robots and fearsome pirates, and guiding Jim and his Solar Surfer.



morph move

health



Health The hearts in the lower right hand corner of the screen represent Jim's Health. Contact with enemies and dangerous obstacles will drain a little of Jim's health. If Jim loses all of these hearts, he loses one life.



Morph Move In the lower left hand corner is an icon representing the currently selected Morph move. Learn to recognize each icon for each move and get in the habit of double-checking the icon. You wouldn't want try to jump over a field of spikes with a Morph Glow instead of a Morph Leap!



Dialog Many of the people Jim meets have interesting things to say, and a dialog box opens on the lower part of the screen for you to read what's said. Tap [A Button] to close the dialog and continue adventuring.



Jim! That device you found... it's a map to the legendary Treasure Planet!



Controlling Jim

Walking Use the Control Pad to move Jim through the map. There are lots of traps and dangerous cliffs throughout Disney's Treasure Planet, so watch where you're going. If you aren't careful, you might direct Jim right off the edge of a cliff!

Jumping Jim's an agile young man, and his adventure will test his ability to jump with dangerous leaps over traps or up onto precarious ledges. Tap [A Button] to jump, and use the Control Pad to control the jump's direction.

Attack Sometimes there's no way to avoid combat with the robots and pirates that stand between Jim and Flint's treasure. Press [B Button] to take a punch at Jim's foe.

Talking to People Jim will meet many people as he travels the etherium, and they'll have important things to tell him. To find out what they have to say, move Jim in front of the character, and read the dialog box that appears at the bottom of the screen. Tap [A Button] when you've finished reading what's on the screen. If there's more to tell, you'll see more dialog. Otherwise, tapping [A Button] closes the dialog so Jim can return to his adventure. You can also press the Start button at any time during the dialog to skip it.

Morph Moves



Jim wouldn't be able to get far without Morph's help. Throughout the adventure, you'll discover a variety of special abilities that Morph can share with Jim. Since Jim can only use one of these at a time, it's important for you to choose the right Morph ability to use in the right situation. Press and hold L and use [A Button] and [B Button] to scroll through the available Morph Abilities, then release L to select the one you want. An icon in the lower left corner of the screen tells you which Morph ability is selected. Tap R to use the selected Morph Ability.



Morph Cam This is the first Morph ability Jim and Morph find, and it will allow Jim to see further ahead to scout for trouble. Select it, then press and hold R and use the Control Pad to move the camera around the room.



Morph Leap This boosts Jim's jumping ability, allowing him to leap across large gaps and hazards.



Morph Vault Another boost to Jim's jumping ability, the Vault enables Jim to leap up to high ledges and away from danger.



Morph Strength With Morph Strength, Jim will be able to push and pull large blocks and crates.



Morph Smash This gives Jim the ability to lower his shoulder and charge through certain types of blocks, though not all of them.



Morph Cool This gives Morph the ability to transform into a storm cloud and rain on things, cooling them off so Jim can walk across them.



Morph Glow Morph transforms into a light, illuminating dark passages.



Solar Surfing

Jim's Solar Surfer is a combination skateboard/wind surfer, powered by the same kind of solar sail used by the space ships that travel the etherium. Jim's a skillful Solar Surfer, though on the mining planet Montessor his surfing too often lands him in trouble. However, during the search for the Trove, Jim won't be fleeing from the law, but instead fearsome pirates determined to capture him and his map!

Be on the lookout for Coins, Gems, Golden Jim Idols and other bits of treasure while surfing. Try to grab them all! Solar Beams he finds will boost his speed and jumping ability and help him make incredible leaps across wide chasms.

When surfing, use [Control Pad Left] and [Control Pad Right] to control the Surfer's direction. [Control Pad Up] accelerates, and [Control Pad Down] slows the Surfer down.

During the journey to the Trove, Jim will often be forced to surf through tricky landscapes filled with obstacles. Tap [A Button] to jump over these.

Obstacles to jump over are the least of Jim's surfing worries – he'll frequently have to contend with pirates, too. Fortunately, Jim's Solar Surfer is equipped with a pair of small cannons on the front to deal with these. To fire a cannon blast, tap [B Button].



Treasures Along the Way



On the way to Flint's Trove, Jim and Morph will discover numerous other treasures, some more valuable than others. Among the most valuable are the pieces of Jim's Solar Surfer they need to collect before they can leave Montessor and begin the search in earnest. The people Jim meets will often provide clues about other valuable things to find and collect.



Gold Coins Gold Coins are scattered throughout *Disney's Treasure Planet*. Collect 100 to earn an extra life.



Gemstones & Treasure Chests You'll find Gemstones and Treasure Chests throughout the adventure. Gemstones are worth five Gold Coins, and Treasure Chests contain varying amounts of Gold Coins, Gems, Hearts, and sometimes they even contain Golden Jim Idols.



Small Heart If Jim has taken a little damage, find a Small Heart to heal him! Each Small Heart you collect restores one lost.



Full Heart Finding just one Full Heart completely restores any health Jim has lost.



Golden Jim Idol Small golden statues will reward Jim with an extra life, just in case you've lost one. Jim starts with five lives, but there is no limit on how many he can collect. (At any time during the game, except when surfing, or exploring the Hub, press Start to open the Pause Menu to find out how many Lives Jim has.).



...MORE TREASURES ALONG THE WAY



Keys Be on the lookout for keys and other items Jim might need to open doors or move past obstacles.



Switches Jim can't collect these, but he will need to move across a variety of switches to open doors, disable traps, or activate elevators.



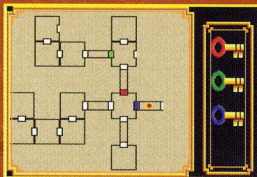
Morph Pads Crossing over Morph Pads earns Morph a special ability that he and Jim can use.



Hints These look like Morph pads, but instead of giving Morph additional abilities, they give you valuable hints and tips about playing Disney's Treasure Planet!

In-Game Map & Inventory

Press Select to pause the game and open the In-Game Map. The map shows the regions Jim and Morph have already explored, as well as the locations of locked doors and passages that Jim may need to re-visit. Press L to zoom out, and R to zoom in. On large maps, use the Control Pad to scroll to other areas.



To the right of the map is a list of the items such as keys needed to open doors Jim has collected so far. Press Select or Start to close the map and return to the game.

Pausing the Game



If you need a break, want to check on your password, or need to find out how many coins Jim's carrying, press Start to open the Pause Menu. The top part of the screen details how many coins Jim has collected so far, the current password, and the number of lives remaining. The lower left corner details what part of the adventure you are in, and how much of it you have completed. Press Start again to return to the adventure. In the lower right corner is the Pause Menu – use [Control Pad Up] and [Control Pad Down] to highlight an option, and press [A Button] to select it.

pause menu choices

Continue Returns you to the adventure. You can also press Start to return to the game.

Options Opens the Options Menu where you can adjust Music and Sound Effects volume. Press [B Button] to return to the Pause Menu.

Quit Ends the game and returns you to the Title Screen. Make sure you take note of the current password so you can return where you left off.





Jim's Enemies

Jim and Morph will encounter plenty of enemies as they search for Flint's treasure. Sometimes there are far too many foes for Jim to fight, so in some cases he uses guile and Morph Moves to sneak by or leap to safety. In other areas, however, Jim will need to battle to proceed! Here are a few of the enemies you may meet as the adventure begins on Jim's home planet Montessoror



Meltdown Once aboard the RLS Legacy, watch out for Meltdown. If he spots Jim, he'll fire a deadly barrage from his musket. And if you manage to dodge the musket fire and get too close, he'll charge directly at Jim and try to bash him!



Noggin Noggin is the first of many, many Pirates Jim and Morph will meet. He'll bash Jim with his club if Jim wanders too close – that is, unless Jim beats him to the punch.



Delilah You'll meet Delilah in the caves and mines of Montessoror. After spotting Jim, she'll close in slowly until she gets close enough to charge at him.



Rusty Robot Rusty is a laborer in Montessoror's Iron Works, and he doesn't like to have his work interrupted! He'll take a swipe at Jim with his giant wrench if Jim and Morph wander nearby, so watch your step.

Jim's Friends



Not everybody is out to stop Jim and Morph. In fact, many of the people they meet will do what they can to help.



Dr. Doppler Jim's mom would never have allowed her son to go on such a dangerous adventure if Dr. Doppler hadn't agreed to go along. Doppler is not the most assertive fellow, but he's never far away with valuable advice and information. Sometimes he surprises himself with courage he never thought he had.



Silver Silver is a cyborg – half man, half machine – with a lot of experience as a crewmember on sailing vessels. He takes a keen interest in Jim and Morph when they meet and takes it upon himself to help Jim become an experienced spacer as they journey together to Treasure Planet.



Captain Amelia Amelia is Captain of the space ship RLS Legacy. She's what good captains aspire to be – brave, strong, and she takes her duties very seriously and expects the same from her crew and her guests. She'll do what she can to responsibly introduce Jim to the wonders – and dangers – of a life lived traveling the etherium.



Bio-Engineered Navigator (B.E.N.) As the pirate Flint's navigator, the robot B.E.N. was privy to the deepest secrets of Flint's Treasure... if only he could remember them! Flint's last act of treachery was to remove B.E.N.'s memory chips and maroon him on Treasure Planet. It's right on the tip of his tongue, but try as he might, B.E.N. can't put his finger on Flint's last secret and thereby remember the way off Treasure Planet once and for all.



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